

# User Manual

**snom 105**  
**Version v2.02**



**snom**  
The SIP Experts

**snom technology AG**  
**Pascalstr. 10b**  
**10587 Berlin, Germany**

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# Foreword

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Congratulations on the purchase of your snom 105 Voice over IP telephone!

Telephony is part of our everyday life. Over a period of more than 100 years a form of communication has evolved which we feel cannot be ignored. In spite of the new technology base of the snom 105, most of its look and feel will be very familiar to you and you should be able to use it intuitively.

On the other hand, the world of the Internet has opened a whole range of new possibilities. A lot of users are using web browsers and own one or more email accounts. They will find it easy to manage the phone via its web interface or to make a call to "sip:john@domain.de", for example.

We are confident that developments in the computer industry will follow those in the telecom world.

VoIP is not only about transporting speech over data networks. It is about interoperability and breaking up a vertical market, as well as streamlining business processes by seamlessly integrating the telephone into computer networks and applications. With its technical flexibility, our commitment to all open and relevant standards and our cooperation with other vendors in the VoIP industry, the snom 105 represents a safe investment for the future.

We would like to take this opportunity to wish you a great experience in the VoIP world.

snom technology AG

## Note to the reader

This manual is a **user manual** describing the snom105 running in **user mode**. You will find the **administrator mode** and further information described in the **administrator manual**.

The current version of this user manual can be obtained from:

[http://www.snom.de/download/man\\_snom105e.pdf](http://www.snom.de/download/man_snom105e.pdf)

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# Table of Contents

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<b>Foreword .....</b>	<b>3</b>
Note to the reader .....	4
<b>Installation .....</b>	<b>9</b>
Delivery Content .....	9
Safety Notes .....	9
<i>Power supply</i> .....	9
<i>Setting up the Phone</i> .....	10
<i>Cleaning</i> .....	10
Connecting the phone .....	10
Key pad .....	11
Initialization .....	13
<i>Booting</i> .....	13
<i>Selecting the language</i> .....	14
<b>Logon .....</b>	<b>17</b>
Mobility .....	17
Logon Wizard .....	17
snom Menu .....	18
<i>Logon User</i> .....	19
<i>Logoff User</i> .....	19
<i>Logoff All</i> .....	19
<i>Select Outgoing Line</i> .....	20
<i>DND Mode on/off</i> .....	21
<b>Basic Functions .....</b>	<b>23</b>
Idle State .....	23
Dialing .....	23
<i>Input Modes</i> .....	24
<i>Dialing a phone number</i> .....	25
<i>Dialing an H.323/SIP Address</i> .....	26
<i>Dialing an IP Address</i> .....	27
<i>Number guessing</i> .....	28

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Terminating a call .....	28
Incoming Call .....	29
<i>Accepting a Call</i> .....	29
Denying/Blocking a Call .....	30
Adjusting the Volume .....	31
Mute / Unmute .....	31
Handset / Handsfree / Headset .....	32
Main Menu .....	32
Adjusting the Volume in Idle Mode .....	33
Ring Tones .....	34
About .....	35
<b>Advanced Functions .....</b>	<b>37</b>
Hold and Resume .....	37
Transfer .....	38
<i>Direct Transfer</i> .....	38
<i>Consultation Transfer</i> .....	39
Conference .....	39
Call Diversion .....	40
<i>Diverting all calls</i> .....	40
<i>Divert when Busy</i> .....	40
<i>Divert when not answered</i> .....	40
Call Completion .....	40
<i>On busy</i> .....	40
DTMF Tones .....	42
Short Messages (SMS) .....	42
Message Waiting Indication (MWI) .....	42
Conducting a Software Update .....	44
Additional PBX Features .....	45
<i>Pickup</i> .....	45
<i>Conference</i> .....	45
<b>Call Register .....</b>	<b>47</b>
Phone Book .....	47
<i>Adding an entry</i> .....	47
<i>Editing an entry</i> .....	49
Call Lists .....	50
Speed Dial .....	52
<i>Dialing</i> .....	52
<i>Editing speed dial entries</i> .....	52
Deny List .....	53

<i>Browsing</i> .....	53
<i>Adding a number</i> .....	54
<i>Removing a number</i> .....	55
<b>Settings .....</b>	<b>57</b>
Settings via Phone .....	57
Settings via Web Browser .....	58
Options .....	60
<i>Redirection</i> .....	60
<i>Base</i> .....	61
<b>Appendix .....</b>	<b>63</b>
Standard Conformance .....	63
<b>Index .....</b>	<b>65</b>



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# Installation

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1

## Delivery Content

Please check whether the delivery contains the following parts:

- The base unit with display and Key pad
- The handset
- The handset cable
- The power supply (optional)

## Safety Notes



Please observe the following safety advice. It is crucial for the safe and reliable operation of the device.

## Power supply

You have two options for providing the snom 105 with power:

- Power feeding over the network cable (PowerDsine product family 4000 and 6000 as well as RedHawk product family 8400)
- An external power supply (48 V)

If you want to use an external power supply, use the one that is included in the package. Other power supplies may cause damage to the phone, affect the behavior or induce noise.

# 1

## Setting up the Phone

The snom 105 should only be placed on even, horizontal surfaces that enable the rubber pads to ensure a secure grip. Do not place the snom 105 on carpets or other materials that contain fibers that could block the air vents and cause overheating.

### Cleaning

To clean the snom 105 use an anti-static cloth. Please avoid cleaning liquids as they might damage the surface or internal electronics of the phone.

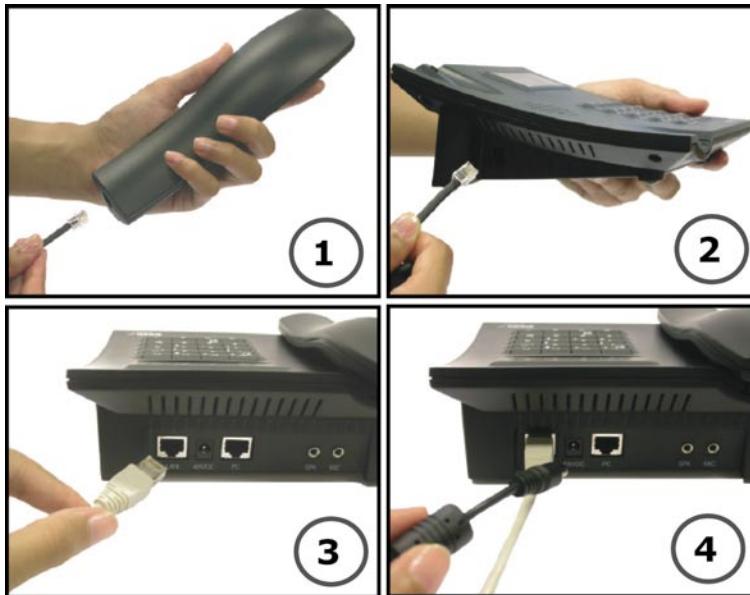
## Connecting the phone

First connect one end of the handset cable to the handset and then to the jack on the left-hand side of the phone (see illustration).

Next plug in the Ethernet (network) cable into the RJ45 connector, which is nearest to the edge on the rear side of the phone (as shown below) and plug the other end into the network side to establish a data link. The second RJ45 connector in the middle on the rear side of the phone is for daisy chaining further Ethernet devices without needing a second Ethernet connection line.

If you are using an external power supply, please insert the plug of the power supply into the connector next to the data line and hook up the casing into the mains.

If you want to use a headset, it can be connected to the audio jacks on the rear side of the snom 105. The outermost connector is for the microphone.



Installation snom 105

## Key pad

The numeric Key pad with the keys 0 to 9, \* and # are used to enter digits and letters. Depending on the operating mode, different actions can be performed (see the table below):

- Entry of digits only (e.g. when dialing a phone number),
- Typing in letters and digits by pressing the keys repeatedly (similar to a cellular phone).

# 1



snom 105 Key Path

The MENU key  is used to invoke the main menu. To cancel actions or input, the CANCEL key  can be used. The Enter/Ok key  confirms actions, selections and inputs.

Depending on the operating mode, the keys can have context specific meanings and are described in this user manual.

Keys F1 to F4 are context sensitive function keys. Their current mapping is depicted in the lowest line on the display through symbols.

The keys of the numeric block in different operating modes:

Key	Digits	Lower case	Upper case
0	0	(SPC)_0	(SPC)_0
1	1	.@1,?!-/():;<&%*#+<=>\$[]	.@1,?!-/():;<&%*#+<=>\$[]
2	2	abc2	ABC2
3	3	def3	DEF3
4	4	ghi4	GHI4
5	5	jkI5	JKL5
6	6	mno6	MNO6
7	7	pqrs7\$	PQRS7\$
8	8	tuv8	TUV8
9	9	wxyz9	WXYZ9
#	#	Guess number	Guess number
*	*	Toggles upper and lower case	

## Initialization

### Booting

If your network administrator or Internet service provider installed your phone, the phone will connect automatically to the network. After it has booted, it will enter the idle state. When this state has been reached, a clock is displayed on the right-hand side of the display.





1

Select "Language"



and set it to your choice, e.g. "English".



Press Enter to activate your selection.



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# Logon

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## Mobility

In business office environments, desktops are sometimes shared by different employees at the same time or at different points in time (e.g. employees working different shifts etc). The phones that are located at the desktops should need to be able to cater for this.

To ease the effort of assigning the appropriate phone number to the phone for each different employee, the snom105 offers the so-called mobility features, which are described in the next subchapters.

2

## Logon Wizard

If no number is assigned to the phone, it displays a logon screen.



After pressing a button, you will be prompted to type in your account name.



2

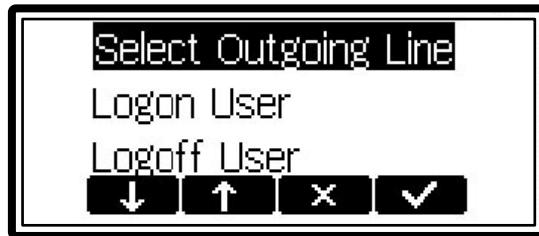
After typing in your account name followed by "@" and the registrar (for SIP) or gatekeeper (H.323), confirm your account with the enter key.

The phone tries to register your given account name at the given registrar/gatekeeper. The idle screen is shown and the first line displays your registration.



## snom Menu

In idle screen, the function key is assigned to the snom menu. The following menu items are among those available in SIP if the "Logon Wizard" is configured to be active. For H.323 a few items are hidden.



## Logon User

By selecting this item and pressing enter you can register an additional account to the phone. Up to seven accounts can be assigned in this way.

## Logoff User

Here you are able to logoff a registered account. A list with the currently assigned registrations is shown. Select the registration you want to logoff and press the enter key. The selected registration is logged off and, if it was the only one registered, the logon wizard is displayed again. Otherwise the idle screen is displayed.

## Logoff All

After selecting this menu item and pressing enter, you are asked if you really want to logoff all users.



By pressing the enter key you confirm the action and all currently logged in SIP registrations are logged off and the logon wizard is displayed again.

2

## Select Outgoing Line

Selecting this menu item will provide a list of currently registered SIP lines.



By choosing a different line, your originator phone number is changed to this line. This means that different people can start calls from the same phone with their own originator phone number and the called phone will display this current outgoing line information. The current outgoing line is marked at the idle screen with a black-colored phone icon in front of the registered SIP line.



## DND Mode on/off

Independent from Logon Wizard settings, the DND functionality is available in the snom menu. DND is short for "Do Not Disturb". If this mode is activated it means that incoming calls will no longer come through to the phone and you will be completely undisturbed by the phone. If there is a mailbox set up for you, the call is redirected to this. Before this mode is activated you will be asked if you really want to change to this mode.

In idle mode, "DND active!" is displayed at the bottom left-hand corner of the screen if the mode is activated.

2





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# Basic Functions

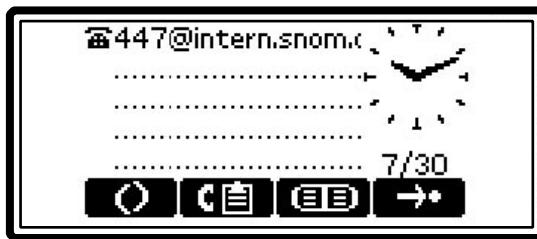
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## Idle State

In idle state the phone shows:

- the date and time,
- the first five registered users,
- the connection state of each of the first 5 registered users.

An empty box (□) before the account indicates that the registration process is in progress. A phone symbol (☎) means that the account is successfully registered. A black-colored phone symbol (☎) means that the account is successfully registered and the line is the active line for outgoing calls. A box with a cross (☒) signals an unsuccessful registration attempt.



## Dialing

There are two methods to begin a call from the idle state of snom 105. You can either start dialing with the handset resting in the cradle and then pick it up or you can pick up the handset and then dial the number. In the latter case you will have to press Enter  to indicate that the number is complete and dialling can commence.



The snom 105 shows the current communication status in the display.

# 3

## Input Modes

Dependent on the context, various types of inputs are possible. The active input mode is indicated in the bottom right-hand corner of the display:

123	Only digits can be entered.
ABC	Upper case mode. By pressing *, lower case mode can be toggled.
abc	Lower case mode. Use * to activate upper case mode.

Key mapping for input:

	Moves the cursor to the left.
	Moves the cursor to the right.
	Deletes the character to the left of the cursor.
	Changes input mode to numbers.
	Changes input mode to capital letters.
	Changes input mode to small letters.

As mentioned in the table above, with **123**, **ABC** or **abc** the input mode can be changed. After using a specific input mode for dialing a number, the phone saves this mode as default for future use. If you want to use a different mode, begin dialing and if the mode is wrong, choose your preferred mode and continue dialing.

## Dialing a phone number

A telephone number is dialed with the numeric Key pad.



3

If block dial is on (this is the default) and the user has not done anything for a few seconds, the phone will remind the user to press the **✓** key in order to start the call.

### TIP

#### E.164 numbers

E.164 is the standard that defines normal phone numbers. They may contain digits from 0-9, \* and #. H.323 differentiates between these numbers and "H.323 addresses" that may contain alphanumeric characters. Several Gatekeeper implementations do not differentiate between E.164 numbers and H.323 addresses. If you encounter problems, try specifying the number as an H.323 address.



Key mapping:

- ←** Moves the cursor to the left.
- Moves the cursor to the right.
- C ←** Deletes the character to the left of the cursor.
- 123** Changes input mode to numbers.
- ABC** Changes input mode to capital letters.
- abc** Changes input mode to small letters.
- Enter Dials the number.
- Cancel Aborts the dialing.

## Dialing an H.323/SIP Address

An H.323/SIP address can be entered via the alphanumeric block. You will find the "@" symbol by pressing the numeric key "1" several times.



## Key mapping:

- ◀ Moves the cursor to the left.
- ▶ Moves the cursor to the right.
- ◀ Deletes the character to the left of the cursor.
- 123 Changes input mode to numbers.
- ABC Changes input mode to capital letters.
- abc Changes input mode to small letters.
- Enter Dials the H.323/SIP address if entered correctly.
- Cancel Aborts the dialing.

3

## Dialing an IP Address

The IP address can be entered via the numeric block. Please use the "\*" key instead of the dot (".").!



## Key mapping:

- ◀ Moves the cursor to the left.
- ▶ Moves the cursor to the right.
- ◀ Deletes the character to the left of the cursor.
- 123 Changes input mode to numbers.

<b>ABC</b>	Changes input mode to capital letters.
<b>abc</b>	Changes input mode to small letters.
Enter	Dials the IP address if entered correctly.
Cancel	Aborts the dialing of the IP address.

**TIP****Dialing an IP Address**

When calling an IP address the called phone or computer cannot determine which user you want to reach. In SIP mode it is assumed that "anonymous" is being called and with H.323 no assumptions are made. This works with a lot of phones and applications. Therefore, you should only use this method in exceptional cases, as the entry of IP addresses is rather cumbersome.

3

**Number guessing**

For your convenience this functionality offers you the first number from dialed numbers, missed calls, received calls or phonebook, which matches the beginning of the number you already typed in.

If the displayed number is not what you expected, you can get the next matching number by pressing the "#" key (in alphanumeric modes). Otherwise, type the **←** function key and the number guessing is temporarily switched off for this session of editing a phone number.

**Terminating a call**

You can end a call by setting the handset on its cradle, pressing the hook switch or pressing Cancel. The snom 105 will terminate the call and return to the idle state.

## Incoming Call

When your snom 105 is called, it rings and displays the following screen.



3

## Accepting a Call

Picking up the handset or pressing Enter will accept the call. The snom 105 is now in a call.



Press **»** / **«** for scrolling to the next / previous set of softkeys.



Key mapping:

3

		Hold / Resume call
		Transfer call
		Handsfree mode on/off
		Scroll forward to next softkey set
		Scroll back to previous softkey set
Mute/ Unmute		Mutes / Unmutes the microphone
		Changes the volume
Head/ Hand		Switch to Headset or Handset respectively

See below for a further description.

## Denying/Blocking a Call

When the snom 105 signals an incoming call, you have the option to deny the call with

If you decide to press !, the caller will be placed on the deny list and will always be denied automatically.

## Adjusting the Volume

While conducting a call, you can use  to invoke the volume control.



Key mapping:

-  Reduces the volume in single steps.
-  Increases the volume in single steps.
- Enter Sets the volume and returns.
- Cancel Returns without setting the volume.
- Head/ Hand Switch to Headset or Handset respectively.

3

## Mute / Unmute

Sometimes during a call the user wants to mute the microphone. This can be done by pressing the function key "Mute". Press "Unmute" to re-enable the microphone.

## Handset / Handsfree / Headset

The snom105 supports calls being made while using the handset or the handsfree capability. During a call it is possible to easily switch between both modes by pressing the function keys  or .

If a headset is connected and the audio output is set to headset, the snom105 will treat the headset as the output device for calls. For using snom105 in a call center environment the connected headset will be the default case for dealing with the phone. The Enter key is therefore used to accept incoming calls.

Key mapping:

3

-  Switch to handsfree mode.
-  Switch to handset mode.
- Enter Accept incoming calls in headset mode.
- Cancel Returns to the idle state.

## Main Menu

By pressing the menu key  in the idle state the main menu is invoked. The following submenus are available: Phonebook, Call List, Deny List, Tones, Settings and About.

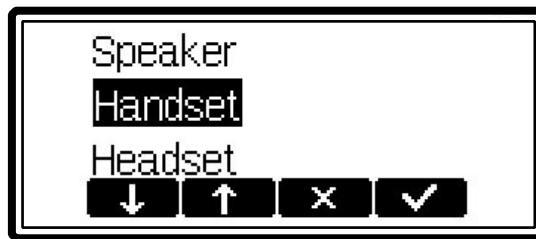


## Key mapping:

-  Moves the cursor down.
-  Moves the cursor up.
- /Enter Enters the submenu.
- /Cancel Returns to the idle state.

## Adjusting the Volume in Idle Mode

Via the main menu item "Tones", the following window is activated:



3

Here, the volume of the casing speaker, handset speaker or headset speaker can be adjusted. Select one of the three choices.

A tone is played back at the selected volume and you can decide on the desired setting.

## Key mapping:

-  Reduces the volume in single steps.
-  Increases the volume in single steps.
- Enter Sets the volume and returns.
- Cancel Returns without setting the volume.

## Ring Tones

Via the main menu item "Tones", the following window is called up:



3

Select the submenu "Ringtone". Here, the ring tone can be set.



The selected ring tone is played back and you can decide on the desired setting.

Keymapping:

	Moves the cursor to the next ring tone.
	Moves the cursor to the previous ring tone.
	Activates the selection and returns.
	Returns without changing the ring tone.

# About



# Advanced Functions

## Hold and Resume

When a call is in progress, pressing the flash key **R** or **S** (language dependent) puts the call on hold, i.e. the speech is set to mute (neither party can hear the other.)



4

Pressing the flash key again will resume the call. While a call is on hold, you can establish a second call by dialing the desired number.

Key mapping:

**CANCEL** The call being held is terminated.

**S**, **R** Resumes the call being held.

**TRANSFER** Transfers the call being held.

**\*,#,digits** Can be used to initiate another call.

**CALL**, **PHONE** Handsfree mode on/off.

# Transfer

## Direct Transfer

When a call is in progress, put the connected party to hold by pressing the hold key **R** or **2** as mentioned above.

After pressing the transfer key **123** you are able to dial a number.



As soon as you press ENTER, the snom 105 will transfer the first party to that number.

### Key mapping:

- ←** Moves the cursor to the left.
- Moves the cursor to the right.
- C←** Deletes the character to the left of the cursor.
- ABC** Changes input mode to capital letters.
- abc** Changes input mode to small letters.
- 123** Changes input mode to numbers.
- Enter The snom 105 transfers the call.
- Cancel Aborts the transfer.

## Consultation Transfer

During a call in progress, put the connected party on hold by pressing the hold key **R** or **Σ**.

While the call is on hold, you can establish a second call by dialing the desired number. When the second call is established, you can consult the second party i.e. to announce the call. By pressing the transfer key **█** or hook on the handset, you can then connect the two parties.

## Conference

If the phone is connected with two calls, one is on hold and one is active, by pressing function key **█** all three involved phones are connected in a conference.



4

With a press to function key **█** the conference will be disconnected again.

## Call Diversion

All kinds of call diversions can be set, changed and deactivated in the menu "Settings/Redirection".

### Diverting all calls

By setting the option "Settings / Redirection / Redirection" to "always", every incoming call is diverted immediately to the number set in "Settings / Redirection / Redirect Target" without ringing the phone.

To disable this feature just set the "Settings / Redirection / Redirection" to "never".

### Divert when Busy

By activating the option "Settings / Redirection / Redirection / When Busy", every incoming call is diverted to the number set in "Settings / Redirection / Busy Target" if another call is already in progress.

### Divert when not answered

You can set the number of seconds in "Settings / Redirection / Redirect Time" after which every incoming unanswered call is diverted to the number set in "Settings / Redirection / Redirect Target".

Note: To activate immediate call divert, see above.

## Call Completion

The call completion functionality helps the user to establish calls successfully even if the other party is busy or just not answering.

### On busy

This is helpful if the party you are trying to reach is busy. If call completion support is enabled, the following window will appear:



By pressing **✓** key, call completion is activated and the phone waits for the other party to go to idle again. Pressing **✗** cancels the call completion attempt.



4

When the other party becomes idle, the following window appears:



By pressing **✓** key the phone will dial the number again in order to establish a connection to the other party that was busy before and is now idle again.

## DTMF Tones

During a call, e.g. with a voicemail system, pressing the digits 0-9, \* or # will generate and send DTMF tones to the other party.

## Short Messages (SMS)

Incoming short messages are automatically displayed if the phone is in idle state.



4

Key mapping:

- ↓ Scrolls the message forward.
- ↑ Scrolls the message backward.
- Enter Shows the next message or idle screen.

Short messages can be received from clients like Microsoft Messenger etc.

## Message Waiting Indication (MWI)

If somebody tried to reach you and the mailbox recorded a message for you, as you did not answer the call, the idle screen displays that a recorded message is waiting for you.



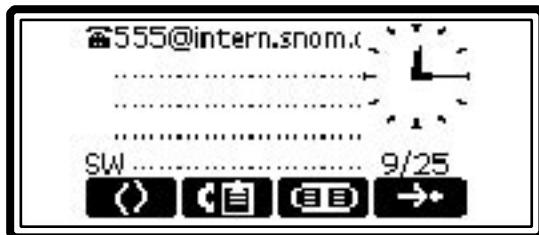
Key mapping:

-  Scrolls the message forward.
-  Scrolls the message backward.
-  Hook off handset Call mailbox to listen to recorded messages.
- Enter, Cancel Back to idle screen.

# 4

## Conducting a Software Update

If your provider/administrator is offering you a new software version for your phone, in the left lower corner of the idle screen a "SW" is displayed.



In this case an additional entry "SW Update" can be found in the snom menu.



Pressing /Enter key reboots your phone after a few seconds. During boot-up the phone asks you whether or not it should proceed the bootloader and/or firmware update.

## Additional PBX Features

If the phone is set up to use H.323 protocol, additional PBX features are available if they are enabled by the administrator.

4

### Pickup

If a phone of somebody else is ringing and you want to pick up the call with your own phone, you need to press function key at idle screen to scroll to the second set of available function keys and press the function key .

(This functionality works also with TEDAS Phoneware Server and Innovaphone ip400.)

### Conference

If the phone is connected with two calls, one on hold and one active, by pressing function key all three involved phones can be connected in a conference.

By pressing function key  the conference will be disconnected again.  
(This functionality works with i.e. TEDAS Phoneware Server.)

# Call Register

## Phone Book

The snom 105 contains an internal phone book that can be reached from the phone's idle state by pressing the phone book key .



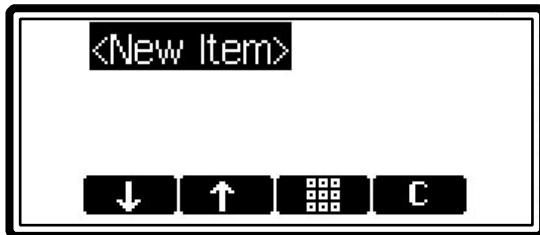
Key mapping:

	Scrolls to the next item.
	Scrolls to the previous item.
	Enters the edit mode for the selected entry.
	Deletes current item.
Enter / Off Hook	Dials the number of the selected entry.
Cancel	Returns to the idle state.

5

## Adding an entry

In order to add a new entry, go on to the list item <New item> and press .



Then enter the name and phone number and confirm each item by pressing Enter.



5

The title of the window indicates which input is expected. Pressing Cancel aborts the addition of a new entry.

Key mapping:

ABC

Changes input mode to capital letters.

abc

Changes input mode to small letters.

<b>123</b>	Changes input mode to numbers.
<b>⬅</b>	Deletes the character to the left of the cursor.
<b>⬅</b>	Moves the cursor to the left.
<b>➡</b>	Moves the cursor to the right.
Enter	Accepts the entry.
Cancel	Cancels the entry.

## Editing an entry

After pressing the edit key  on the entry to be modified, the name and phone number will be brought up in sequence. Confirm each item by pressing Enter.

The title of the window indicates which input is expected. Enter accepts the data and pressing Cancel aborts the editing.

Key mapping:

<b>ABC</b>	Changes input mode to capital letters.
<b>abc</b>	Changes input mode to small letters.
<b>123</b>	Changes input mode to numbers.
<b>⬅</b>	Deletes the character to the left of the cursor.
<b>⬅</b>	Moves the cursor to the left.
<b>➡</b>	Moves the cursor to the right.

Enter      Accepts the entry.

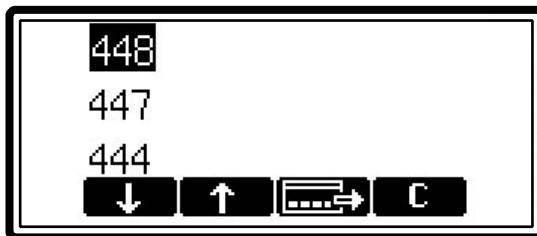
Cancel      Aborts the editing process.

## Call Lists

The snom 105 maintains lists of missed, received and dialed calls that can be accessed by pressing the call list key  from the idle state.



For example, after choosing the missed calls, the most recent missed call is displayed first.



Key mapping:

 Scrolls to the next call.

 Scrolls to the previous call.

	Shows details of this call.
	Deletes the current entry.
Enter / Off Hook	Dials the number of the current entry.
Cancel	Returns to the idle state.

By pressing  key you can get details about this missing call. Information regarding To, From, Time and Number of missed calls is provided.



Key mapping:

-  You can use the current entry for your next call and possibly edit the number before calling it.
-  Saves the current calling party to the phone book.
-  Step to the next kind of information: To, From, Time and Number of calls
-  Deletes the current entry.

Enter / Off Hook      Dials the number of the current entry.

Cancel Returns to the idle state.

## Speed Dial

The snom 105 supports speed dial of up to 33 numbers. These are mapped onto the numbers 0-30, \* and #.

## Dialing

Speed dialing is initiated with the speed dial key  in the idle state followed by a number from 0-30, \* or # and confirmed with the Enter key



## Deny List

The snom 105 gives you the option of putting numbers on a deny list to prevent you being disturbed.

## Browsing

Via the submenu "Deny List" you can reach the deny list window.



The numbers to be denied are displayed here.



Key mapping:

- Scrolls to the next number.
- Scrolls to the previous number.
- Deletes the current number.
- Cancel      Returns to the idle state.

## Adding a number

While you are being called you can press the deny list key . This will not only deny the call but will also add the number to the deny list.



In addition, any number can be added to the deny list by selecting <new item> in the deny list directly.



After the number has been entered it is added to the deny list.

5

## Removing a number

Removing a number from the deny list is possible by using the clear key **C** while viewing the deny list.



# Settings

The settings can be specified in different ways:

- Via the phone
- With a web browser on a PC

## Settings via Phone

Press the menu key  in the idle state of the phone. With the function keys  and  you can navigate in the menu. Scroll to the submenu "Settings" and press Enter.

You are now in the Settings menu, which has the following submenus:

- Redirection
- Base



Use the keys  and  to scroll within the Settings menu. By pressing the Enter key you can enter the selected submenu.

Now the list of settings of the selected submenu is displayed. Please use the  and  to scroll within the list. By pressing Enter the value of the setting can be viewed or modified.

Some entries cannot be set to any variable value. Instead they offer a list of allowed values from which one has to be selected. Again, use the  and  to scroll within the list to set the desired value. Pressing Enter sets the value. Press Cancel if you decide not to change the value.

Other settings require the editing of numbers or strings. This can be done with the Key pad of the phone. Digits are entered directly via the keys and letters can be called up by pressing a key repeatedly. You can toggle between lower case letters ("a") and upper case letters ("A") with the (\*) key.

#### Key mapping:

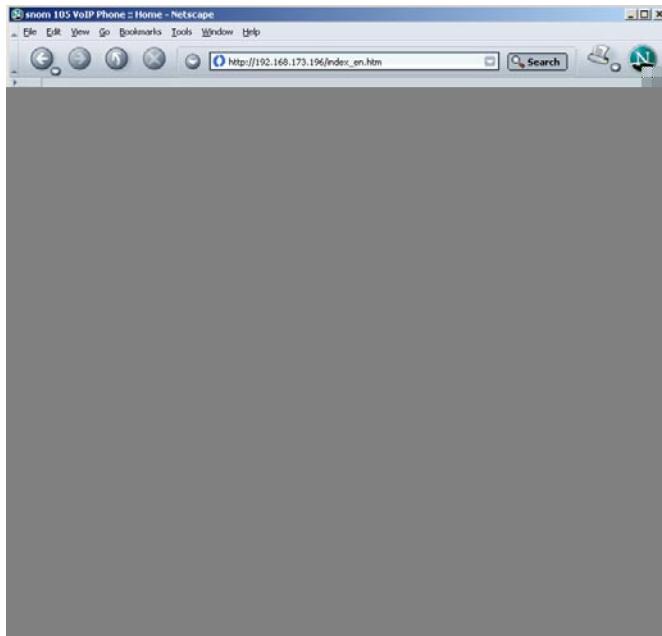
	Moves the cursor to the left.
	Moves the cursor to the right.
	Deletes the character to the left of the cursor.
	Changes input mode to capital letters.
	Changes input mode to small letters.
	Changes input mode to numbers.
Enter	Accepts the entry.
Cancel	Aborts the changes.

## 6

## Settings via Web Browser

You may prefer to use a web browser to configure the settings, which is usually more convenient.

The snom 105 has an integrated web server to configure its settings. If the phone is connected to a network that provides DHCP, it can be immediately accessed via the browser after boot-up. In case you do not want to use DHCP you must specify the IP address, netmask, gateway, DNS domain and DNS server statically to ensure correct operation.



### Web configuration

- Start your web browser (e.g. Netscape, IE).
- Enter the IP address of the phone as the URL (e.g. 192.168.0.100). If you do not know the IP address please ask your network administrator or have a look at your phone: press MENU  and choose Settings / About.
- You will find a selection menu at the top (Phone/ Settings).
- Click on the menu item settings.
- Now you should see a drop down menu with submenus appear.
- Just click on the desired submenu (e.g. Base) and the current settings of this submenu are displayed.

You can now thw  w dew

upper/lower section, to store the changes made. If you want to discard the changes then do NOT press SAVE.

## Options

### Redirection

You can have all incoming calls diverted to a different number. From the idle state press the MENU key  and choose "Settings", "Redirection" and "Redirection" again. You have the following selection:

- Never: This deactivates all call diverts.
- Always: All calls are diverted to the number specified in "Redirect Target".
- When Busy: When a call is in progress, any other call to that number would be rejected and get a busy indication. The phone can be set in such a way that the second caller is diverted to another number set in "Busy Target".
- On Timeout: Calls are diverted after the timeout specified in "Redirect Time".

### Redirect Target

Here, the number to which the calls should be diverted to is specified. Press the menu key in the idle state and select the submenu "Settings / Redirection / Redirect Target".

### Busy Target

Here, the number to which the calls should be diverted if the phone is busy is specified.

Press the menu key in the idle state and select the submenu "Settings / Redirection / Busy Target".

## Redirect Time

Here, the timeout in seconds after which the call should be diverted is specified.

Press the menu key in the idle state and select the submenu "Settings / Redirection / Redirect Time".

## Base

### Language

Your phone is able to display all texts in different languages. Just press the menu key in the idle state and select the submenu "Settings/Base/Language" or the equivalent if you currently have another language set.

### Display Method

Here, the display of incoming and outgoing callers can be specified:

- Show Full Contact: Show the complete SIP URL
- Only Name: Just the name is displayed
- Only Number: Only the number will be displayed

### Contrast

Here, the contrast of the display can be changed. Just press the menu key in the idle state and select the submenu "Settings/Base/Contrast".

### Number Guessing

Here, the number guessing functionality can be activated or deactivated. Press the menu key in the idle state and select the submenu "Settings / Base / Number Guessing".



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# Appendix

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## Standard Conformance

**Name and address of manufacturer**

snom technology AG

Pascalstraße 10B

10587 Berlin

**The snom technology AG assures that the product****Type:** VoIP Phone**Model:** snom 105**conforms with the following standards**

EMC standard 89/336/EWG incl. all appendices

Low voltage standard 73 / 23 / EWG

**Safety Standards**

EN 60950 1992 incl. all appendices

**Electromagnetic Standards**

EN 55022 / 9.98 Class B

EN 55024 / 9.98

EN 61000-3-2/1995+A1/1998+A2/1998+A14 /2000

EN 61000-3-3/1.95

Place, Date

Berlin, 25.09.2003

Dr. Christian Stredicke

Vorstand (MD)



# Index

## A

About  
 IP address 35  
 MAC address 35  
 Software Version 35  
 Adding an entry. *see* Call Register  
 Adding a number 54  
 Advanced Features  
   Hold and Resume 37  
 Advanced Functions 29, 37  
   Conference 39, 45  
   Software Update 44  
   Transfer 38  
   Consultation Transfer 39

## B

Basic Functions 23  
 Dialing 23  
 Dialing an H.323/SIP Address 26  
 Dialing an IP Address 27  
 Dialing a phone number 25  
 E.164 numbers 25  
 Input Modes 24  
 Idle State 23  
 Browsing 53

## C

Call

Accepting a call 29  
 Call Register 47  
 Completion 40  
 On busy 40  
 Denying/Blocking 30  
 Diversion 40  
 Diverting all calls 40  
 when Busy 40  
 when not answered 40  
 Incoming 29  
 Lists 50  
 Terminating 28  
 Call Completion. *see* Call  
 Call Diversion. *see* Call  
 Call Lists. *see* Call  
 Call Register 47  
   Adding an entry 47  
   Editing an entry 49  
   Speed Dial 52  
 Conference. *see* Advanced Functions  
 Contrast. *see* Settings

## D

Deny List 53  
   Adding a number 54  
   Removing a number 55  
 Dialing. *see* Basic Functions  
 Editing speed dial entries. *see* Speed Dial  
 Speed dialing 52

Dialing an H.323/SIP Address. *see* Basic Functions

Dialing an IP Address. *see* Basic Functions

Display Method. *see* Settings

DND Mode 21

## E

E.164 numbers. *see* Basic Functions

Editing an entry. *see* Call Register

## H

Handset 32

Handsfree 32

Headset 32

Hold and Resume. *see* Advanced Functions

## I

Incoming Call 29

Installation 9

    Connecting the phone 10

IP address 35

## K

Keypad 11

    CANCEL key 12

    Enter/Ok key 12

    MENU key 12

## L

Language. *see* Settings

Logoff 19

## M

MAC address 35

Menu 18

    Main Menu 32

Messages 42

    Message Waiting Indication (MWI) 42

    Short Messages (SMS) 42

Mobility Features 17

    Logon Wizard 17

Mute / Unmute 31

## N

Number Guessing. *see also* page 28

## O

Outgoing Line 20

## P

PBX Features 45

    Conference 45

Phone Book. *see* Call Register

Pickup. *see* PBX Features

Power feeding 9

## R

- Redirection 60
- Busy Target 60
- Redirect Target 60
- Redirect Time 61
- Removing a number 55

## S

- Safety Notes 9
- Settings 10
  - Base 61
  - Language 61
  - Number Guessing 61
- Ring Tones 34
- Selecting the language 14
- Setting up the Phone 10
- via Phone 57
- via Web Browser 58
- Software Update 44
- Software Version. *see* About
- Speed Dial 52
  - Editing speed dial entries 52

## T

- Terminating a call 28
- Tones 42
  - DTMF Tones 42
  - Ring Tones 34
- Transfer. *see* Advanced Functions

## V

- Volume 31
- Adjusting the Volume in Idle Mode 33

## W

- Web Browser 58
- Web Configuration 59





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*Europe & ROW:*  
snom technology AG  
Pascalstr. 10B  
10587 Berlin, Germany  
Phone: +49 (30) 39833-0  
mailto:info@snom.de  
<http://www.snom.com>  
sip:info@snom.com

*USA and Americas:*  
snom USA Representation  
ABP International, Inc.  
1203 Crestside Dr.  
Coppell, Texas 75019, USA  
Phone: +1-972-831-0280  
sip:usa@snom.com  
mailto:usa@snom.de

*India and SAARC:*  
snom technology (India) Pvt Ltd.  
No. 417, International Trade Tower  
Nehru Place, New Delhi-110019  
Phone: +91 11 26234097  
Fax: +91 11 26234079  
<http://www.snomindia.com>  
mailto:info@snomindia.com  
sip:india@snom.com